

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (cancelled):
2. (currently amended): A game mastery support apparatus which supports mastery of an executable multi-stage game, the game mastery support apparatus comprising:
  - a distribution device which distributes mastery information, which advises a player how to master a game, to a terminal apparatus having a game execution function for executing the executable multi-stage game independent of said mastery information,
  - wherein the distribution device distributes the mastery information according to mastery status information, which is obtained from the terminal apparatus, ~~accumulated and stored~~, and indicates for a player individually on the basis of information for such player concerning a stage among said multiple stages of the executable multi-stage game to which a player has proceeded;
  - wherein the mastery status information obtained from the terminal device is accumulated and stored in the distribution device; and
  - wherein the game mastery support apparatus and the terminal apparatus each comprise a processor.
3. (original): The game mastery support apparatus according to claim 2, wherein the mastery status information from the terminal apparatus includes flag information indicating a stage of the game to which the player has proceeded.
4. (currently amended): A game mastery support apparatus which supports mastery of an executable multi-stage game, the game mastery support apparatus comprising:
  - a distribution device which distributes mastery information, which advises a player how to master a game, each player being assigned a player identifier, to a terminal apparatus having a

game execution function for executing the executable multi-stage game independent of said mastery information, and

a ranking information distribution device which distributes ranking information pertaining to a rank of a player individually in the game,

an accumulator which accumulates and stores the mastery status information received from the terminal apparatus for each player's identifier in the distribution device.

wherein said mastery information is generated for a player individually and distributed on the basis of the ranking of a player, and

wherein the game mastery support apparatus and the terminal apparatus each comprise a processor.

5. (original): The game mastery support apparatus according to claim 2, further comprising:

a ranking information distribution device which distributes ranking information pertaining to a rank of a player in the game.

6. (original): The game mastery support apparatus according to claim 3, further comprising:

a ranking information distribution device which distributes ranking information pertaining to a rank of a player in the game.

7. (currently amended): The game mastery support apparatus according to claim 4, wherein the ranking information distribution device includes:

~~an accumulator which accumulates the mastery status information from the terminal apparatus for each player's identifier;~~

a determining device which determines a rank of a corresponding player with reference to the accumulated mastery status information; and

a distributor which distributes ranking information pertaining to the determined rank.

8. (previously presented): The game mastery support apparatus according to claim 5, wherein the ranking information distribution device includes:

- an accumulator which accumulates the mastery status information from the terminal apparatus for each player's identifier;

- a determining device which determines a rank of a corresponding player ~~user~~ with reference to the accumulated mastery status information; and

- a distributor which distributes ranking information pertaining to the determined rank.

9. (previously presented): The game mastery support apparatus according to claim 6, wherein the ranking information distribution device includes:

- an accumulator which accumulates the mastery status information from the terminal apparatus for each player's identifier;

- a determining device which determines a rank of a corresponding ~~user~~ player with reference to the accumulated mastery status information; and

- a distributor which distributes ranking information pertaining to the determined rank.

10. (original): The game mastery support apparatus according to claim 4, wherein the terminal apparatus comprises a first terminal device having a game execution function, and a second terminal device displaying received mastery information within a display area thereof, wherein the game mastery support apparatus further comprises:

- a receiver which receives, from the first terminal device, mastery status information representing a game stage to be mastered; and

- a distributing device which distributes, to the second terminal device specified as a destination, the mastery information and the ranking information according to the mastery status information from the first terminal device.

11. (original): The game mastery support apparatus according to claim 5, wherein the terminal apparatus comprises a first terminal device having a game execution function, and a second terminal device displaying received mastery information within a display area thereof, wherein the game mastery support apparatus further comprises:

a receiver which receives, from the first terminal device, mastery status information representing a game stage to be mastered; and

a distributing device which distributes, to the second terminal device specified as a destination, the mastery information and the ranking information according to the mastery status information from the first terminal device.

12. (original): The game mastery support apparatus according to claim 6, wherein the terminal apparatus comprises a first terminal device having a game execution function, and a second terminal device displaying received mastery information within a display area thereof, wherein the game mastery support apparatus further comprises:

a receiver which receives, from the first terminal device, mastery status information representing a game stage to be mastered; and

a distributing device which distributes, to the second terminal device specified as a destination, the mastery information and the ranking information according to the mastery status information from the first terminal device.

13. (previously presented): The game mastery support apparatus according to claim 2, wherein the terminal apparatus is a portable device.

14. (original): The game mastery support apparatus according to claim 10, wherein the first terminal apparatus and the second terminal apparatus are portable devices.

15. (original): The game mastery support apparatus according to claim 11, wherein the first terminal apparatus and the second terminal apparatus are portable devices.

16. (original): The game mastery support apparatus according to claim 12, wherein the first terminal apparatus and the second terminal apparatus are portable devices.

17. (currently amended): A terminal apparatus which receives information distributed by a game mastery support apparatus for supporting mastery of an executable multi stage game, and which has a game execution function, the terminal apparatus comprising:

a display screen; and

a processing section which receives, from the game mastery support apparatus, distributed mastery information that is assembled for a player individually, which advises a player how to master an executable multi-stage game according to the particular stage of multiple stages then being executed, said execution being conducted independent of said mastery information, and which displays the mastery information on the display screen; wherein

the distributed mastery information is assembled for the player individually based on mastery status information which is obtained from the terminal apparatus and accumulated and stored in the games mastery support apparatus.

18. (currently amended): A terminal apparatus which receives information distributed by a game mastery support apparatus for supporting mastery of an executable multi stage game, and which has a game execution function, the terminal apparatus comprising:

a display screen; and

a processing section which receives, from the game mastery support apparatus, distributed mastery information that is assembled for a player individually, which advises a player how to master an executable multi-stage game according to the particular stage of multiple stages then being executed, said execution being conducted independent of said mastery information, and which displays the mastery information on the display screen,

wherein the processing section receives, from the game mastery support apparatus, distributed ranking information pertaining to a rank of a player in the game, and which displays the ranking information on the display screen; and wherein

the distributed mastery information is assembled for the player individually based on mastery status information which is obtained from the terminal apparatus and accumulated and stored in the games mastery support apparatus.

19. (original): The terminal apparatus according to claim 17, further comprising:

a first terminal device which has the game execution function, and which sends, to the game mastery support apparatus, mastery status information representing a game stage to be mastered; and

a second terminal device which receives information distributed by the game mastery support apparatus, and which is specified as a destination of the mastery information,

wherein the second terminal device includes:

the display screen, and

the processing section receiving, from the game mastery support apparatus, the mastery information for mastering the game, and displaying the mastery information on the display screen.

20. (original): The terminal apparatus according to claim 19, wherein the processing section receives, from the game mastery support apparatus, distributed ranking information pertaining to a rank of a player in the game, and which displays the ranking information on the display screen.

21. (original): The terminal apparatus according to claim 17, wherein the terminal apparatus is a portable device.

22. (original): The terminal apparatus according to claim 19, wherein the first terminal apparatus and the second terminal apparatus are portable devices.

23. (currently amended): A computer readable medium having recorded thereon a processing program for activating a game mastery support apparatus for supporting mastery of an executable multi-stage game, the processing program comprising:

a distributing routine for distributing mastery information on the basis of records for an individual player, which advises an individual player how to master an executable multi-stage game, to a terminal apparatus having a game execution function, said function being executable independent of said mastery information,

wherein said function being executable in stages and said mastery information being distributed on a stage-by-stage basis, and

wherein the records for the individual player are received from the terminal apparatus and stored in the game mastery support apparatus.

24. (currently amended): A method for distributing, via a communications network, game mastery information, which advises a player how to master a game, from a game mastery support apparatus to a terminal apparatus having a game execution function in accordance with a request from the terminal apparatus, said function being executable independent of said mastery information, the method comprising the steps of:

storing, in the terminal apparatus, user information items including a game title, mastery information flag pertaining to a game stage to be mastered, a player identifier, and personal player information;

transmitting the user information items to the game mastery support apparatus;

causing a processing section of the game mastery support apparatus to retrieve mastery information corresponding to the received game title and mastery information flag from a mastery information table of the game mastery support apparatus;

storing in the game mastery support apparatus the received mastery information flag as mastery status information to a mastery status management table of the game mastery support apparatus on a per-player -identifier basis;

causing the processing section of the game mastery support apparatus to retrieve the game information items corresponding to the received game title from a game title data base group of the game master support apparatus;

causing the processing section to store the received personal player information as a customer information database;

determining a rank of a corresponding user with reference to the stored mastery status information; and

distributing, to the terminal apparatus, mastery information corresponding to mastery status information on the game stage to be mastered, and the determined user rank information.

25. (previously presented): The method according to claim 24, further comprising the steps of:

distributing rarity added value information from the game mastery support apparatus to the terminal apparatus of a higher-ranked player; and

storing a mastery status information distribution history in the game mastery support apparatus on a per player basis, thereby customizing a delivery status for each player.

26. (previously presented): A terminal apparatus, adapted to communicatively connected to a game mastery support apparatus via a communication network, comprising;

a display screen;

a processor, operable to execute, on the display screen, a game constituted by a plurality of game stages; and

a storage, storing mastery status information including a plurality of flags, each of which is associated with one of the game stages to indicate which one of the stages is now played by a player; and

an input section, adapted to be operated by the player whenever the player wishes to obtain mastery support information which advises the player how to clear the game in every one of the game stages, wherein:

the processor is operable to transmit, to the game mastery support apparatus, a request which causes the game mastery support apparatus to distribute the mastery support information, together with the mastery status information, when the input section is operated by the player;

the processor is operable to receive the mastery support information distributed by the game mastery support apparatus; and

the processor is operable to cause the display screen to display the received mastery support information.

27. (previously presented) The terminal apparatus according to in claim 26, wherein:  
the storage stores ID information indicative of the player;

the processor is operable to transmit, to the game mastery support apparatus, the ID information together with the mastery status information;



the processor is operable to receive, from the game mastery support apparatus, rank information indicative of a rank of the player in connection with a game proceeding state among players that play the game; and

the processor is operable to cause the display screen to display the received rank information together with the game mastery information.

28. (previously presented): A game mastery support apparatus, adapted to communicatively connected to a terminal apparatus via a communication network, comprising:

a storage, storing a plurality of game mastery support information items, each of which is associated with one of a plurality of game stages constituting a game executed by the terminal apparatus, and is indicative of how to clear the associated one of the game stages; and

a distributor, operable to receive, from the terminal apparatus, a request together with mastery status information indicative of which one of the stages is now executed in the terminal apparatus, wherein:

the distributor is operable to distribute, to the terminal apparatus, one of the mastery support information items in accordance with the received mastery status information, whenever the request is received.

29. (previously presented) The game mastery support apparatus according to claim 28, wherein:

the distributor is operable to receive, from the terminal apparatus, ID information indicative of a player playing the game, together with the mastery state information;

the distributor is operable to determine a rank of the player in connection with a game proceeding state among players that play the game; and

the distributor is operable to distribute, to the terminal apparatus, rank information indicative of the determined rank, together with the mastery support information.

30. (currently amended): A first terminal apparatus, adapted to communicatively connected to a game mastery support apparatus ~~end~~and a second terminal apparatus via a communication network, comprising:

- a first display screen;
- a processor, operable to execute, on the first display screen, a game constituted by a plurality of game stages; and
- a storage, storing mastery status information including a plurality of flags, each of which is associated with one of the game stages to indicate which one of the stages is now played by a player; and
- an input section, adapted to be operated by the player whenever the player wishes to obtain mastery support information which advises the player how to clear the game in every one of the game stages, wherein:
  - the processor is operable to transmit a request to the game mastery support apparatus, together with the mastery status information, when the input section is operated by the player;
  - the request causes the game mastery support apparatus to distribute the mastery support information to the second terminal apparatus so that the distributed mastery support information is displayed on a second display screen provided with the second terminal apparatus.

31. (previously presented): A game mastery support apparatus, adapted to communicatively connected to a first terminal apparatus and a second terminal apparatus via a communication network, comprising:

- a storage, storing a plurality of game mastery support information items, each of which is associated with one of a plurality of game stages constituting a game executed by the terminal apparatus, and is indicative of how to clear the associated one of the game stages; and

- a distributor, operable to receive, from the first terminal apparatus, a request together with mastery status information indicative of which one of the stages is now executed in the terminal apparatus, wherein:

- the distributor is operable to distribute, to the second terminal apparatus, one of the mastery support information items in accordance with the received mastery status information, whenever the request is received.

32. (new): The game mastery support apparatus according to claim 2, wherein

the mastery status information indicates a mastered game stage among the multiple stages of the executable multi-stage game.